

FIG. 3

FIG. 4 is a block diagram of a system for media casting and local customization.

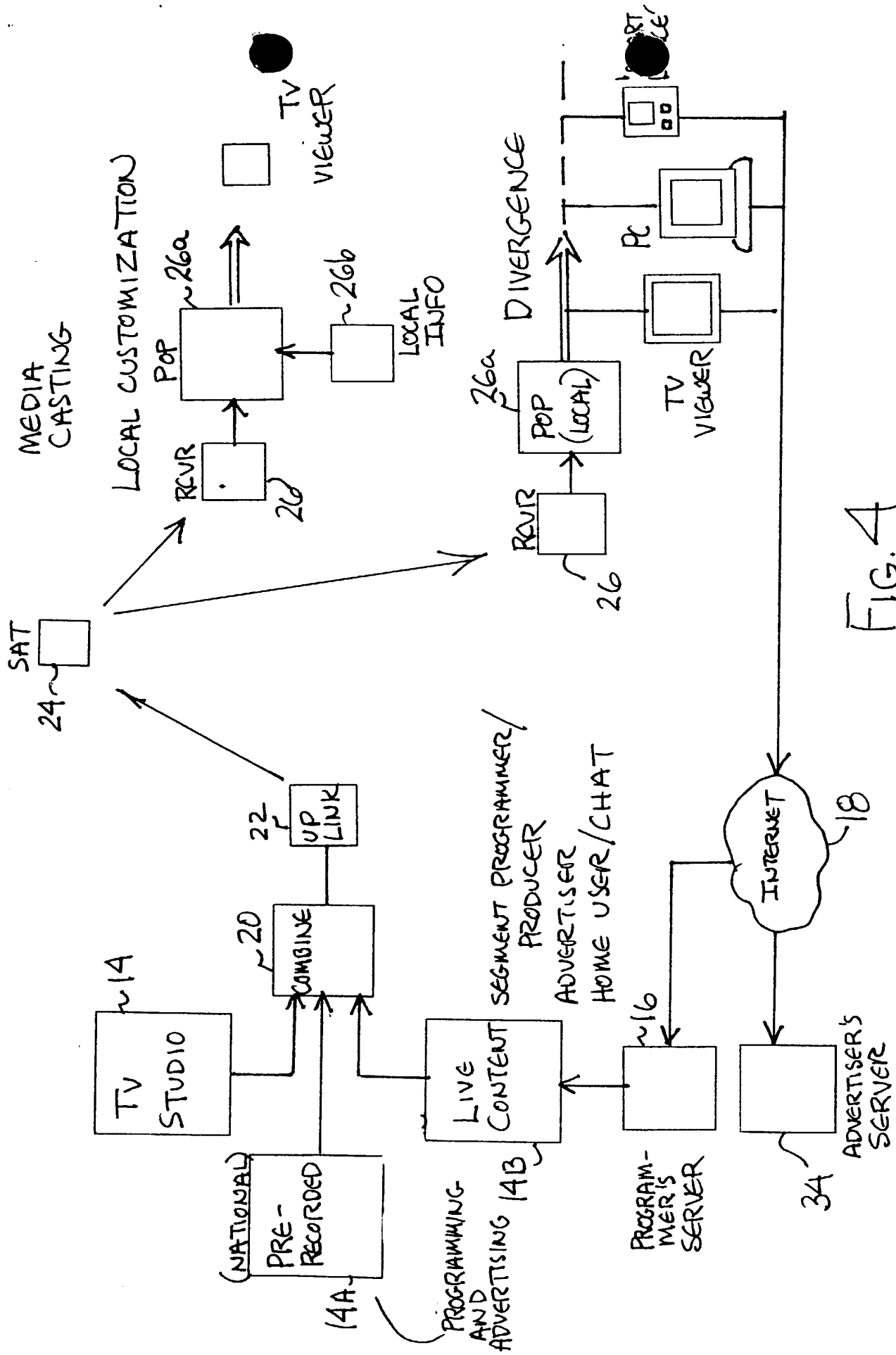


FIG. 4

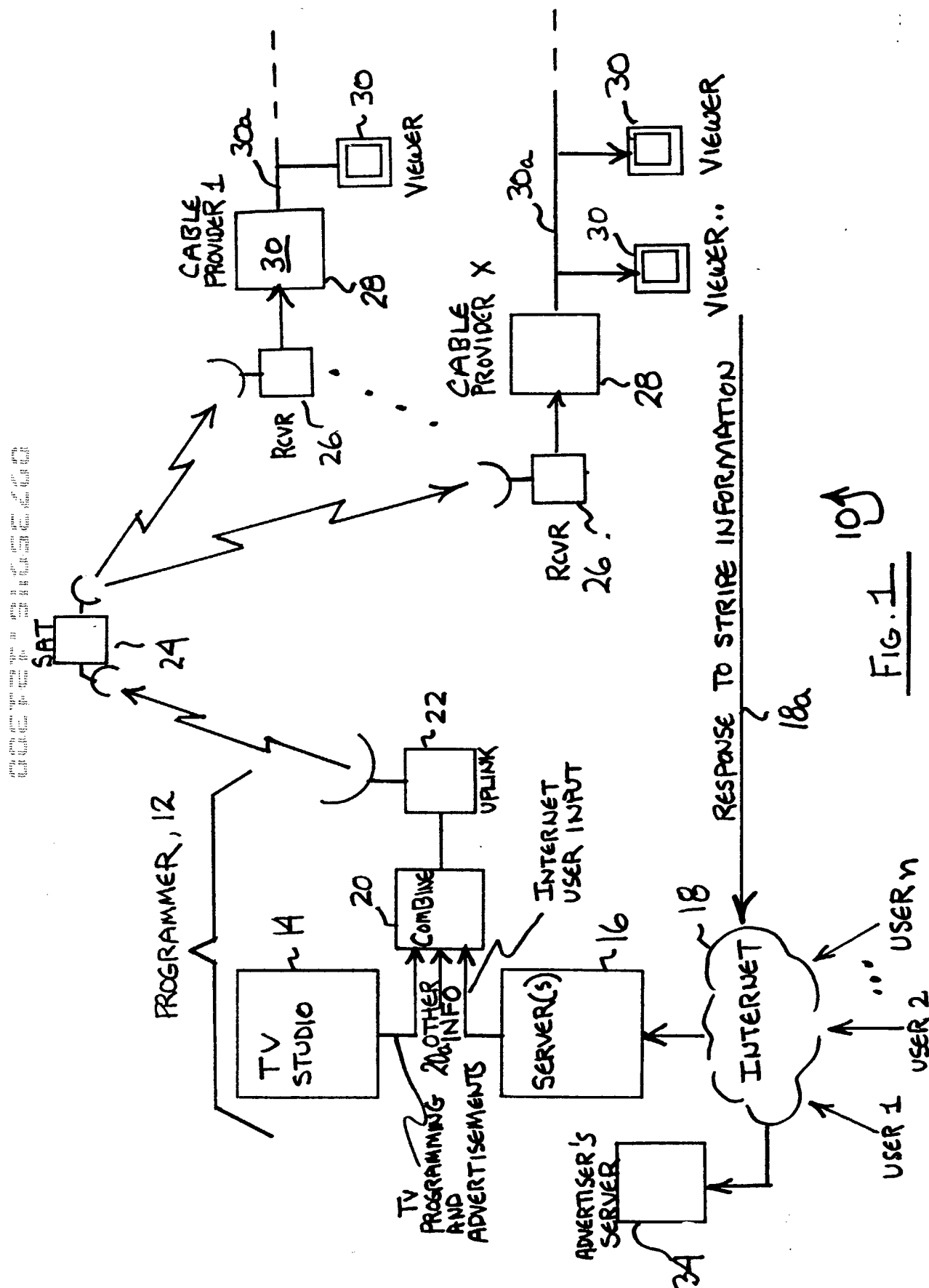


FIG. 1